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Document Number 19

Entry 19 of 22

File: EPAB

Jun 23, 1998

PUB-NO: US005769718A

DOCUMENT-IDENTIFIER: US 5769718 A

TITLE: Video game apparatus and medium readable by a computer stored with video game program

PUBN-DATE: June 23, 1998

INVENTOR-INFORMATION:

NAME	COUNTRY
RIEDER, WILLIAM R	US

APPL-NO: US64841896

APPL-DATE: May 15, 1996

PRIORITY-DATA: US64841896A (May 15, 1996)

INT-CL (IPC): G09 G 3/00

ABSTRACT:

A game executing unit 31 instructs a player character's image data generating unit 32 to display a display position of a player character. A background's image data generating unit 37 generates background's image data for displaying a background's image of a game space consisting of a floor and walls as a bird's-eye view: A player character's position specifying unit 34 checks whether the display position of the player character is hidden behind the wall or the floor in the background's image of the game space. An image synthesizing unit 38 synthesizes the image data of the player character with the background image of the game space. When the player character position specifying unit 34 determines that the display position of the player character is hidden behind the wall or the floor, the image synthesizing unit 38 modifies the image data so that the wall or the floor concealing the player character is made semitransparent and the rear thereof is displayed.

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display\$ adj10((obstruct\$ or obscure\$
or hid\$) adj5 (wall\$1 or obstacle\$1))

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JPAB,EPAB,DWPI	display\$ adj10((obstruct\$ or obscure\$ or hid\$) adj5 (wall\$1 or obstacle\$1))	4	<u>L1</u>

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CNF			<p><u>Visual reply to map-related queries-a free space graph approach</u> <i>Holmes, P.D.</i> Visual Languages, 1989., IEEE Workshop on , 1989 , Page(s): 92 -98</p>
CNF			<p><u>Finitary substructure languages with application to the theory of NP-completeness</u> <i>Regan, K.W.</i> Structure in Complexity Theory Conference, 1989. Proceedings., Fourth Annual , 1989 , Page(s): 87 -96</p>
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PER			<p><u>Modelling and measurements of the diffraction of microwaves by buildings</u> <i>Haslett, C.J.</i> Microwaves, Antennas and Propagation, IEE Proceedings - Volume: 141 5 , Oct. 1994 , Page(s): 397 -401</p>
PER			<p><u>Automatic data structure selection and transformation for sparse matrix computations</u> <i>Bik, A.J.C.; Wijshoff, H.A.G.</i> Parallel and Distributed Systems, IEEE Transactions on Volume: 7 2 , Feb. 1996 , Page(s): 109 -126</p>
PER			<p><u>SBR image approach for radio wave propagation in tunnels with and without traffic</u> <i>Shin-Hon Chen; Shyh-Kang Jeng</i> Vehicular Technology, IEEE Transactions on</p>

PER			<p>Volume: 45 3 , Aug. 1996 , Page(s): 570 -578</p> <p><u>Sector antenna and DFE modems for high speed indoor radio communications</u></p> <p><i>Ganning Yang; Pahlavan, K.; Holt, T.J.</i></p> <p>Vehicular Technology, IEEE Transactions on</p> <p>Volume: 43 4 , Nov. 1994 , Page(s): 925 -933</p>
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Document Number 1

Entry 1 of 4

File: EPAB

Jun 23, 1998

DOCUMENT-IDENTIFIER: US 5769718 A

TITLE: Video game apparatus and medium readable by a computer stored with video game program

FPAR:

A game executing unit 31 instructs a player character's image data generating unit 32 to display a display position of a player character. A background's image data generating unit 37 generates background's image data for displaying a background's image of a game space consisting of a floor and walls as a bird's-eye view: A player character's position specifying unit 34 checks whether the display position of the player character is hidden behind the wall or the floor in the background's image of the game space. An image synthesizing unit 38 synthesizes the image data of the player character with the background image of the game space. When the player character position specifying unit 34 determines that the display position of the player character is hidden behind the wall or the floor, the image synthesizing unit 38 modifies the image data so that the wall or the floor concealing the player character is made semitransparent and the rear thereof is displayed.

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=> s display? (10a) ((obstruct? or obscure? or hid?) (5a) (wall# or
obstacle#))

313992 DISPLAY?

79069 OBSTRUCT?

23891 OBSCURE?

46513 HID?

814309 WALL#

33178 OBSTACLE#

L4 32 DISPLAY? (10A) ((OBSTRUCT? OR OBSCURE? OR HID?) (5A) (WALL#
OR
OBSTACLE#))

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Terms	Documents
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DWPI	((display\$ or generat?) adj10 (hidden or obscured or overlap\$))and ((view point) or (point adj2 view) or (visual point))	297	<u>L2</u>
DWPI	(hidden or obscured or overlap*)and ((view point) or (point "of" view) or (visual point))	1551	<u>L1</u>